

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	531	(GAME OR PLAY) AND WEAPON and (game same (board or surface or field))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:08
S2	46	S1 and ((eliminat\$ or drop or leav\$ or retriev\$ or collect or destroy) near12 (weapon))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/03 12:49
S3	297	(273/255,262).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/03 12:49
S4	151	(273/255).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/03 12:49
S5	200	(273/255).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/03 15:13
S6	7	("1591554") or ("5067723") or ("3963243") or ("20030020239") or ("5895046") or ("3876207").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/03 14:34
S7	57	bible and (board same game)	USPAT; USOCR	OR	OFF	2005/03/03 14:35
S8	28	("1224173"   "1352510"   "1391333"   "1525417"   "1552254"   "1635734"   "1714546"   "3143348"   "3215435"   "3533628"   "3704018"   "3829098"   "3831946"   "3850433"   "3942800"   "3945643"   "3947038"   "4079941").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/03 14:39
S9	258	(273/262).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/03 15:23
S10	926	(273/260,261).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/03 15:23

S11	15	("1877154"   "3656755"   "3684285"   "3767201"   "3804416"   "3884474"   "3897063"   "3937471"   "4504060"   "5033751"   "5112056"   "5193813"   "5338040"   "D308549").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/03 15:29
S12	13	(US-20030085520-\$ or US-20030020239-\$ or US-20030155712-\$).did. or (US-4201388-\$ or US-5895046-\$ or US-5067723-\$ or US-3963243-\$ or US-3876207-\$ or US-1591554-\$ or US-5496037-\$ or US-2282128-\$ or US-5556099-\$).did. or (US-1591554-\$).did.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/03 15:39
S13	3973486	(board same game) and (war or military or combat or battl\$) and (retriev\$ near12 (weapon))r	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:10
S14	1	(board same game) and (war or military or combat or battl\$) and (retriev\$ near12 (weapon))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:11
S15	1	(board same game) and ((war or military or combat or battl\$) and (retriev\$ near12 weapon))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:12
S16	0	(board same game) and ((war or military or combat or battl\$) and (retriev\$ near12 arm))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:12
S17	1	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain) near12 weapon ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:13
S18	0	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain) near12 arm ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:13
S19	3	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain or return) near12 weapon ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:22
S20	13	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain or return) near12 arm ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:23
S21	13	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain or return or reuse) near12 arm ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:24
S22	13	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain or return or reus\$) near12 arm ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:24

S23	3	(board same game) and ((war or military or combat or battl\$) and ((retriev\$ or regain or return or reus\$) near12 weapon ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:26
S24	0	(board same game) and ((war or military or combat or battl\$) and ((reciev\$ near8 back) near12 weapon ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:27
S25	0	(board same game) and ((war or military or combat or battl\$) and ((reciev\$ near8 back) near12 arm ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:27
S26	0	(board same game) and ((war or military or combat or battl\$) and ((reciev\$ near8 back) near12 part ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:27
S27	0	(board same game) and ((war or military or combat or battl\$) and ((receive near8 back) near12 weapon ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:29
S28	0	(board same game).and ((war or military or combat or battl\$) and ((receiving near8 back) near12 weapon ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:29
S29	0	(board same game) and ((war or military or combat or battl\$) and ((receiving near8 back) near12 arm ))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:29
S30	32	(board same game) and ((war or military or combat or battl\$) and (receiving near8 back))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:30
S31	17	(board same game) and ((war or military or combat or battl\$) and (receive near8 back))	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:31
S32	31	S30 not S31	US-PGPUB; USPAT; USOCR	OR	OFF	2005/03/04 09:32